

Time Lords

> Time Lords come into being when a human gets imbued with time energy.

Ability Score Increases

> +2 Intelligence

> +1 Constitution

> > Time Lords are unnaturally smart and cunning because of their connection with magic and time. They have two hearts and are very tough for similar reasons.

Age

> Matures like a human up to adulthood. Time Lords can live for over twelve thousand years.

Alignment

> Any.

Size

> Time Lords are the size and weight of a human. Your Size is Medium.

Height

> 4'8" + 2d10

Weight

> 110 + (the result of your height rolls x 2d4.)

Speed

> Your Speed is 30 feet.

Languages

> Common and three languages of your choice. May be any language (subject to DM approval). For example, Baby. (.5)

Skill Proficiency

> You have proficiency with one skill of your choice.

Tool Proficiencies

> You have proficiency with two skills of your choice.

Racial Features

> Regeneration: 1/day, 12/lifetime (3)

> > When you would die or fail a death saving throw, you may instead regenerate into a new person at full health but with Level 2 exhaustion. You also have an amount of health that equals the largest number your largest hit die can roll (Wizard have d6 hit die. Thus, the total is 6), plus your Constitution Modifier, divided by two. Thus, a Wizard with 3 health if they had a 10 constitution. You choose a gender and a new height, weight, Personality Traits, and Flaws as if you were creating a new character. You must keep your Alignment, Ideals, and one Flaw. You must also significantly differ in appearance. You may choose to appear to be a different age (Timelords can live for thousands of years per regeneration, so physical age is more about looks than anything else). If you are dealt enough damage to bring you to 0 health within 2 turns of using

this ability, you die permanently, your soul ripped to shreds by time itself, unable to be brought back by anything short of a Wish.